connects to the output port at the top edge of the square,

(ii)   the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii)   the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv)   the input port at the top edge of the square connects to the input port at the left edge of the square, or

b.   if said binary switching means is set to "0", then:

(i)   the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii)   the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii)   the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv)   the input port at the top edge of the square connects to the output port at the bottom edge of the square.

SECOND: Please rewrite claim numbered "44" as follows:

44. (twice amended) An electronic game device as recited in claim 48 wherein [said routing means includes means to implement the routing element recited in claim 50] said program-

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ming means provide the routing functions of a plurality of routing means each of which is depicted as a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

    a.   if said binary switching means is set to "1", then:

    (i)   the input port at the bottom edge of the square connects to the output port at the top edge of the square,

    (ii)   the input port at the left edge of the square connects to the output port at the right edge of the square,

    (iii)   the input port at the right edge of the square connects to the output port at the bottom edge of the square,

    (iv)   the input port at the top edge of the square connects to the output port at the left edge of the square, or

    b.   if said binary switching means is set to "0", then:

    (i)   the input port at the bottom edge of the square connects to the output port at the right edge of the square,

    (ii)   the input port at the left edge of the square connects to the output port at the top edge of

the square,

(iii)   the input port at the right edge of the square
         connects to the output port at the left edge of
         the square,

(iv)   the input port at the top edge of the square
         connects to the output port at the bottom edge
         of the square.

THIRD: Please rewrite claim numbered "45" as follows:

43
~~45~~. (twice amended) An electronic game device as recited
in claim ~~21~~ 23 wherein each of said plurality of routing means
[includes means to implement the routing element recited in
claim 50] is depicted as a geometric square and comprises binary
switching means and further comprises eight (8) ports (four input
ports and four output ports) which are depicted to be located at
the four (4) edges of the corresponding geometric square such
that one input port and one output port are located at each edge
of said square to provide eight (8) possible internal routes
within the geometric square as follows:

a.   if said binary switching means is set to "1", then:

(i)   the input port at the bottom edge of the square
         connects to the output port at the top edge of
         the square,

(ii)   the input port at the left edge of the square
         connects to the output port at the right edge
         of the square,

(iii)   the input port at the right edge of the square
         connects to the output port at the bottom edge

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of the square,

(iv)   the input port at the top edge of the square connects to the input port at the left edge of the square, or

b.   if said binary switching means is set to "0", then:

(i)   the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii)   the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii)   the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv)   the input port at the top edge of the square connects to the output port at the bottom edge of the square.

FOURTH: Please rewrite claim numbered "46" as follows:

42
~~46~~. (twice amended) An electronic game device as recited in claim ~~49~~ 35 wherein [said routing means includes means to implement the routing element recited in claim 50] said programming means provide the routing functions of a plurality of routing means each of which is depicted as a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located

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at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

  a. if said binary switching means is set to "1", then:

  (i) the input port at the bottom edge of the square connects to the output port at the top edge of the square,

  (ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

  (iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

  (iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

  b. if said binary switching means is set to "0", then:

  (i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

  (ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

  (iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

  (iv) the input port at the top edge of the square connects to the output port at the bottom edge

of the square.

FIFTH: Please rewrite claim numbered "47" as follows:

47. (twice amended) An electronic game device as recited in claim 40 wherein each of said N^2 routing means [includes means to implement the routing element recited in claim 50] is depicted as a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

    a. if said binary switching means is set to "1", then:

    (i)   the input port at the bottom edge of the square connects to the output port at the top edge of the square,

    (ii)   the input port at the left edge of the square connects to the output port at the right edge of the square,

    (iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

    (iv)   the input port at the top edge of the square connects to the output port at the left edge of the square, or

    b. if said binary switching means is set to "0", then:

    (i)   the input port at the bottom edge of the square

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